KONAMI

SNS-TM-USA-1

TEENAGE MUTANT NINJA TURTLES IV

TURTLES IN TIME™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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CONGRATULATIONS!

You now own TMNT IV – Turtles in Time™ for your Super NES™. To prevent turtle extinction, read on dude.

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SHREDDER JUST PICKED UP A WOMAN

Sunday evening. You're sittin' around the sewer watching your main reporter, April O'Neil, do a live remote from the Statue of Liberty. Then it happened. A humungoso flying android screamed out of the sky and ripped lady liberty from her foundation, sending hundreds of freaked out tourists into the harbor below. "No way!" cried Raphael. "Way," replied Donatello. "And I'll bet you all the pepperoni in Little Italy who's flying that heinous scrap heap." Leonardo grabbed his Katana Blades, "Let's pop by our friendly neighborhood Technodrome and pay Shredder a visit."

With the cunning of an ancient ninja warrior, you battle through the first three levels that lead right to the heart of the Technodrome. There you find Shredder controlling the metallic terror by remote. "You've been a bad boy, you bloated bean bag," says Leo. "But it's nothing a good thrashing can't fix." After you defeat Shredder, he goes over the edge, knocking everyone into an activated Matrix Translocation Beam. With a flash you're all sent back in time. Now you have to fight Shredder and his horde of historic hooligans through six levels of utter weirdness. You've read history in class. Now it's time to rewrite it.

HOW TO PLAY

Get off your shell, grab your blades, and start slicing and dicing your way through four sinister stages and six time warps. Each is filled with an evil army of Foot Soldiers, android assassins, and other genetic mishaps. And if you just happen to survive them, a most weirded-out warrior waits for you at the end of each stage. Pretty wicked, eh?

To begin, use the CONTROL PAD to select your turtle in the option screen and then push the START BUTTON to lock in your selection.

STAYING FULL OF LIFE

Unlike most creatures, a turtle has three, five, or seven lives to choose from. So look for the pizzas to restore your reptilian vitality. When all of your lives have been shucked, the game is over. If you've got the turtle guts, select Continue and you'll be thrust back in time to the stage you left off at. (The Easy Mode has three continues. The Normal Mode has four continues. The Hard Mode has five continues).

SAFETY IN NUMBERS

While one player is playing, a second can select another way–cool turtle with the CONTROL PAD and join in the heat of combat by pushing the START BUTTON.

BEGINNING OF THE END

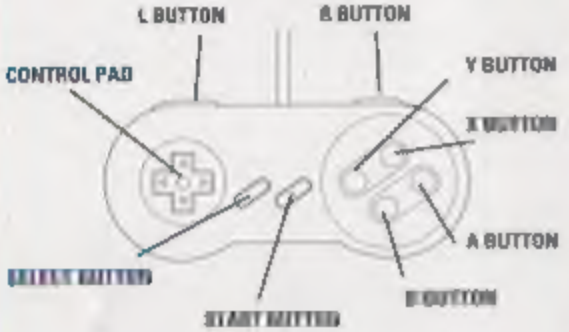
Insert the game pak into your Super NES.™ Turn on the power. When the title screen appears, you will have five choices: 1 PLAYER, 2 PLAYER, TIME TRIAL, VERSUS, and OPTION.

1. **1 PLAYER:** *Select this choice when you are playing alone.*
2. **2 PLAYER:** *Select when you and another player want to team up against Shredder and the boys.*
3. **TIME TRIAL:** *Here you fight the clock as well as the Foot Clan. You're tossed into three courses, each with up to five rounds. The goal is to take out Shredder's warriors as fast as possible. You're only given one life so make it last.*
4. **VERSUS:** *Here's your chance to decide who's the most fabuloso ninja hero. Take on another player in the Field of Honor where you'll hone your ninja warfare. The best two out of three wins. If time runs out during combat, the player with the greater amount of life wins bragging rights.*
5. **OPTION:** *Lets you adjust the following: control buttons, number of lives, and other options.*

- **LEVEL:** *Choose between Normal, Easy or Hard.*
- **CONTROL:** *Lets you customize your buttons on the controller.*
- **REST:** *Choose the number of lives.*
- **PLAYER DASH:** *With the Dash, a player can sprint forward and lunge at the enemy. To do this manually, press the CONTROL PAD in the direction of movement twice, holding down the second time. Or choose Auto for Automatic Dash.*
- **BACK ATTACK:** *Lets you attack the enemy behind you.*
- **SOUND TEST:** *Allows you to listen to the game's sound effects. To activate, press the B BUTTON.*
- **COLOR MODE:** *Choose between a brightly animated game screen or a grittier, down and dirty comic book-style color.*
- **EXIT:** *Return to title screen.*

KEEP YOUR TURTLE UNDER CONTROL

Keeping a turtle under your thumb can be quite a task, but you can handle it.



START BUTTON

Press to lock in all your decisions.

SELECT BUTTON

Press to pause game.

CONTROL PAD

Use to make your selections at the title screen. Also press to move your turtle during the game.

B BUTTON

Press to jump.

Y BUTTON

Press to attack.

L, R, A, AND X BUTTONS

See option screen.

A NEW TWIST TO ATTACKING

The turtle team has spent the off season working on a few new ninja moves that can trash Shredder's men:

CATAPULT: To fling the Foot Clan, carefully move toward either side of the enemy and press the Y BUTTON while holding down the CONTROL PAD.

WHIPIT: To grab the enemies arm and bash em' into the asphalt, move beside them and press the Y BUTTON.

BULLDOZER: Use your Dash Technique and press the Y BUTTON.

FOOT FLINGER: While Dashing towards the enemy, press the B and Y BUTTONS at the same time for a flying foot kick that strikes fear into the heart of the Clan.

SNAKE KILLER: While Dashing, press the B BUTTON followed by the Y BUTTON for a sliding kick that cuts the Clan off at the knees.

CANNON BALL: For an unbelievable spinning attack technique, start Dashing as you press the B BUTTON. When the spin winds down, press the Y BUTTON.

BOX OF HARD KNOCKS: This attack move is so strong, it takes one of your extra lives. To do this, snatch up the red box with a black ball and your turtle will kick into overdrive, destroying all in his way.

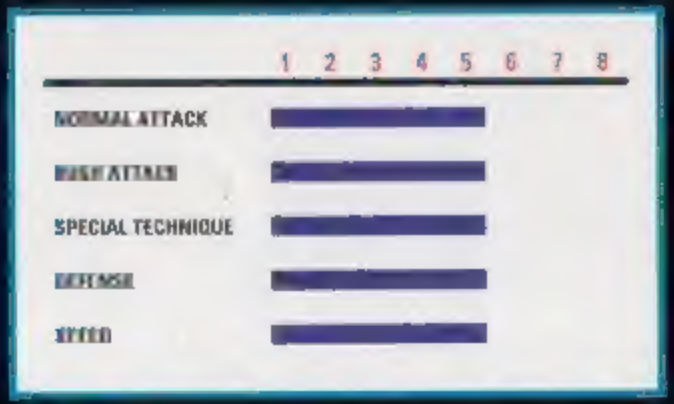
DUCK, TURTLE: In the versus mode *only*, you can save your neck by pressing the B and Y BUTTONS simultaneously. It's a great defense and will save you a ton on aspirin.

THE BIG HURL: In the versus mode *only*, press the ATTACK BUTTON when you get near your opponent. It's more fun than tossing cookies!

Note: If you've changed your button configuration at the options mode, then your "Attack Button" activates the above moves.

LEONARDO'S POWER RATING

Leo is a most balanced dude. He pretty much does everything well, especially when it comes to eating pizza. Leo's spine tingling special attack is his patented "spin move".



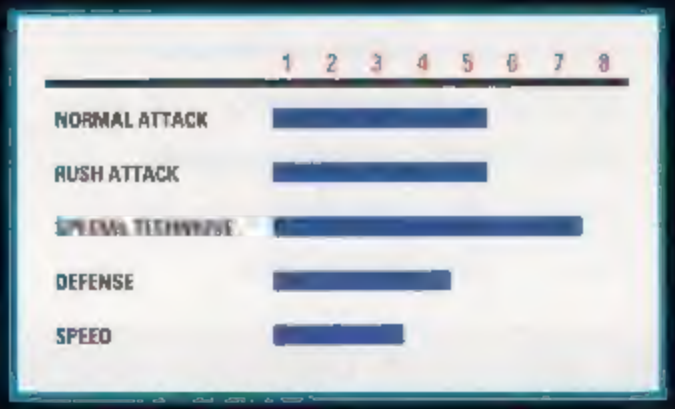
Note: Each time a turtle uses his special attack, a chunk of life line will vanish.

MICHAELANGELO'S POWER RATING

Michaelangelo's greatest power is his weapon. He can slice and dice with the best of 'em. It's a skill he learned making Julienne Fries in Home "Eck" class. Mike's special attack is his Far Flung Flying Fongula. It's a great way to smash face!

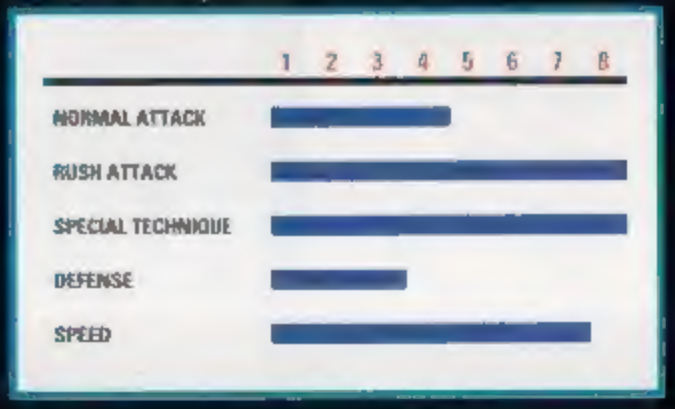
DONATELLO'S POWER RATING

Don's been chowing on too many double stuffed pizzas with extra pepperonis. Thus he's a bit slow these days. But he more than makes up for his pooch-belly with a weapon that keeps enemies at a distance. Don's special attack is his High Flying Kick in the Teeth.



RAPHAEL'S POWER RATING

Raph is one *quick turtle* (pardon the oxymoron). In fact, numerous track squads have asked him to anchor their relay teams. Unfortunately, his defense kind of blows, so he's an easy target if caught flat footed. Raph's special attack is his Super Bombastic Stationary Kick. It's a real jaw breaker.



LEVELING THE ENEMY

Level 1
Downtown

Shredder

Level 2
Alleycat Blues

Krang

Foot Soldiers

Stone Warrior

A6 Annihilator

Level 3
Sewer Surfin'
EARN BONUS POINTS

Level 4
Technodrome

Level 5
2,500,000 BC
Prehistoric
Turtlesaurus

Chunky Cheese
Pizza Monster

Mouser

Level 6
A.D. 1530
Skull and
Crossbones

Baxter Stockman

The Rat

Roadkill Rodney

Mechaturtle

Level 7
A.D. 1885
Bury My Shell at
Wounded Knee

Level 8
A.D. 2020
Neon Nightriders
EARN BONUS POINTS

Level 9
A.D. 2100
Star Base
Where No Turtle
Has Gone Before

Bebop

Rock Steady

Slash

Krang's
Exoskeleton

Tokka

Super Shredder

Level 10
A.D. 1992
The Final
Shell-Shock

Leatherhead

Rahzar

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